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Program Overview

Our goal when creating our program was to make a top down dungeon scroller as an Android mobile app. We developed the app in Android Studio using various tools to assist in development. These tools are: libGDX, Tiled and Genymotion. When the program is run it opens up to a menu screen that has a background and three buttons, there is also a song playing when the code is run. To create the image buttons we used pre-fabricated method s within libGDX called Text Button. The buttons are “New Game”, “Load Game” and “Credits”. When New Game is pressed it will take the user to the character select screen which lets the user which character to play with and will then start the game from the start. When Load Game is pressed, the game will start from the last spot you were while playing. The Credits button will bring the user to a screen that has our names on it.

When the game starts the user will see the main character at the corner of the map. The controls are visible on the screen. In the bottom left corner of the screen there is the Control stick. This is used to move the Main Character. The character is animated while it moves. In the bottom right corner there are three buttons. The button on the top activates the shield. Once the shield is active there is a timer followed by a cool down time before it can be active again. The Bottom right button will let the user use melee attacks with the sword. The bottom left button will shoot fireballs if the user has remaining mana.

In the top left corner of the screen there are two sets of gems. The top gems are red and represent the users health, at the moment they do not do anything. The second set of gems are blue show how much mana the user has. Everytime a fireball is used, one gem dissapears. If there are no gems the fireball will not shoot. The mana regenerates over time.

The Objective of this game is to navigate the level and eventually find the boss in the final room(this is not yet implemented). When the user finds and walks over a door the level will change.